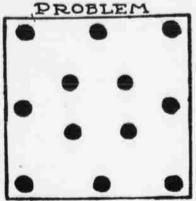
Evening WEEK-END TRICKS F

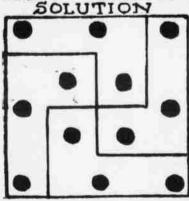
Not So Easy.

OU may try this puzzle (if you don't first look at the answer diagram) by marking with peneli on the upper drawing. Later you can mark a square piece of paper acwith a pair of scissors, to some friend

and let him try it.

The square represents a square piece of paper upon which twelve





small circles have been drawn. It is ecessary, in order to solve the puzzle, so cut the square into four parts, all if the same size. Each part must contain three of the little circles

The lower diagram shows just how me square should be cut

Black to Move-and Win

Another Knotty Checker Problem by "Gentleman Jack" O'Brien

HIS is the fourth and last the series of knotty o hecker problems given to Evening World Readers by Checker Wizard O'Brien.

Note the apparent superiority in position and strength enloyed by WHITE.

But let BLACK have first move and WHITE thereafter cannot win-that is. if BLACK'S move is the right one. this

What this move should be and how it works out Mr. O'Brien will show us next Baturday. The solution to last

Baturday's problem is illustrated at the ottom of this page

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PARK O WILL O

Another Mind-Reading Trick.

CURIOUS trick of alleged "mind reading" can be performed wherever and whenever two dice can be obtained.

Ask a spectator to throw the dies and to notice which spots are throws -that is, which spots are uppermost.

Ask him to double (mentally) the number of spots upon one of the dice. Then he is to add five, multiply the sum by five and add the number of spots upon the other dice.

He is to tell you the result of his

calculations.

Immediately you will tell him the number of spots on each dice.

This is an unusually effective example of the class of arithmetical tricks that are known as "hidden number tricks" because two numbers ere concerned and because the number the spectator gives the performer bears no apparent relation to the numbers thought of-the spots on the dice.

However, if you will subtract 25 from the number the spectator gives you, you will know the spots on the dice. The right digit in the remainder will be the number of spots on one of the dice and the left digit will be the number of spots on the other.

Try it and see. Then try to figu a out why the trick always works.

The Hundredth Match.

HIS is a game played with one hundred matches, toothpicks or other counters. You will take fifty of them and your opponent will

The game is played in this manner: Your opponent places any number of matches he desires, not exceeding ten, on the table and calls the number. You place any number on the table and call the number, adding it to the number already there. The important thing for both to remember is that not more than ten matches be played at one time.

For example:

Your opponent may play eight matches and call

"Eight!"

You may play six matches, saying: "Six more, making fourteen!"

You continue the play in turn. The winner of the game is the

player who plays the one hundredth match.

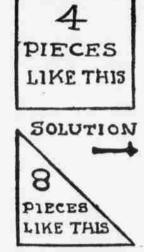
Seems fair enough? It isn't. It is a swindle game. No matter how carefully your opponent plays, you are sure to win. Aithough the example provides that your opponent play first, this is not necessary.

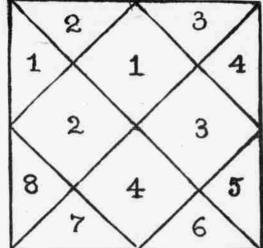
Play your matches so that you play the thirty-fourth, forty-fifth, fiftysixth, sixty-seventh or seventy-eighth match. The more skilful you become the longer you may defer your play for a key number. Each, you will observe (in order to keep the key numbers better in your memory), is one more thun a multiple of eleven. When you reach one of the key numbers, observe the number your opponent next plays. Then play enough more to make eleven.

Continue, always playing enough to make, with your opponent's play, and you will be able to play the eighty-ninth match. The best that your opponent can play is ten, so you will be able to play the one hundredth match and win.

If either player exhausts his supply of matches, it is permitted to add to his store from the matches on the

The Square Puzzle.



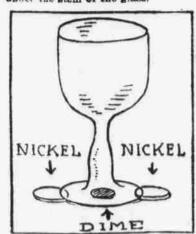


HIS puzzle, which can be made in a few minutes, will provide considerable entertainment for your puzzle-loving friends. You will

The Bewitched Dime.

WO nickels, a dime, a wineglass (if you can find one nowadays) and the "know-how."

Arrange them on the table as in the Alustration. The dime is directly under the stem of the glass.



The problem is to get the dime from under the glass without lifting the

There must be a cloth cover on the cable. Place your forefinger on the cover directly in front of the dime and gently pick at the table cover with your ringer tip. The dime will you by sowly moving toward Half a meteute's work and the lime is out and the puzzle solved

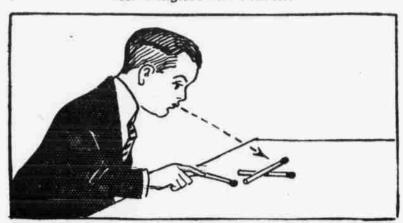
have to get your entertainment out of watching them try to solve it as you can hardly avoid seeing the diagram that provides an easily remembered key to the solution.

The first thing to do is to cut from cardboard eight squares, each one inch square. Be sure that the corners are true. A little inaccuracy will make the puzzle impossible of solution. Cut four of these squares into halves along the diagonals. You will now have four one-inch squares and eight right triangles like those shown in the illustration.

The problem is to form, using the twelve pieces, a perfect square.

The large diagram shows how the pieces should be arranged.

The Magnetized Match.



TWO matches are placed on the table in the form of a cross. The performer shows another match which he declares is a match magnet. Using it as he would if it really were a magnet and one of the matches a needle, he causes the matches to justify his trust in them. The upper match in the cross acts very much as if it were a bit of steel and the match the performer holds a real magnet.

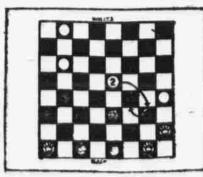
However, it is all just a trick and

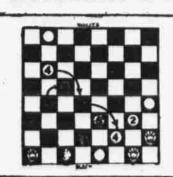
the illustration may betray the method. The trick must be done very seriously, however, in order that everything may seem to be just what it is not.

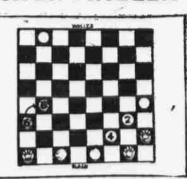
While pretending to "attract" one end of the upper match with the one he holds in his hand, the performer gently blows again the other end. This causes the end nearest the match he holds to move toward it as if it were magnetized.

Practice it a little. You'll find that it is a trick well worth knowing.

ANSWER TO LAST SATURDAY'S CHECKER PROBLEM







BLACK No. 1 moves as shown, fereing WHITE No. I to Jump

s Jump by WHITE No. 4.

3-BLACK No. 6 moves. All WHITES but aunot meve, and that one is trapped